User Interface - Feature #12039

virtual size attributes for nested frames

10/20/2026 02:31 PM - Greg Shah

Status:	New	**Start date:**	
Priority:	Normal	**Due date:**	
Assignee:		**% Done:**	0%
Category:		**Estimated time:**	0.00 hour
Target version:			
billable:	No	**reviewer:**	
vendor_id:	GCD	**production:**	No
case_num:		**env_name:**	
version_reported:		**topics:**	
version_resolved:			

Description

History

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Project: User Interface

Problem

VIRTUAL-HEIGHT-CHARS, VIRTUAL-HEIGHT-PIXELS, VIRTUAL-WIDTH-CHARS and VIRTUAL-WIDTH-PIXELS are marked Full / Basic, with the reason *"the support has not been finished for nested frames, where the value may not reflect the space the inner frames actually need"*. No task records what exactly is wrong.

Nested frames are common in AppBuilder applications: a child frame is placed in a parent with FRAME f_child:FRAME = FRAME f_parent:HANDLE. Typical patterns which depend on the virtual size of a parent frame are:

- a **scrollable parent frame** that holds child frames and dynamic widgets, and scrolls over them;
- a **resize handler** that sets a parent frame's virtual size to its actual size "to get rid of scrollbars", after changing the frame's size, for frames that contain child frames;
- a parent frame defined SCROLLABLE whose SCROLLABLE is then set to false at run time.

Work

1. Establish the current FWD defect with testcases built on the patterns above, compared with OpenEdge: the virtual size reported for a parent frame before and after child frames are added, moved or resized; the scroll bars shown; and what happens when the virtual size is set smaller than the space the child frames need.
2. Fix the computation of the virtual size, and of the scrollable area, for a frame that contains frames, in both character and pixel units.
3. Check the interaction with SCROLLABLE toggled at run time, with window resizing, and with the frame's HEIGHT / WIDTH being set in the same block.
4. Update the gap marking.

Testcases

With an OpenEdge baseline:

- a scrollable parent frame with two child frames, one extending past the parent's visible area;
- a resize handler that sets the parent's virtual size equal to its size after resizing the window;
- a parent frame made non-scrollable at run time;
- each in character and pixel units.